



Sword Action Shooting Game

- B I R D C A G E -

VISUAL MEMORY UNIT

Design Works

P O L Y G O N B I R D G a m e s 2 0 2 5



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Hey!

Thank you for checking out *BIRDCAGE Design Works: VISUAL MEMORY UNIT*.

This book collects a variety of material from the development of BIRDCAGE, including concept sketches and plans, storyboards and promotional artwork.

We hope you'll enjoy this look at what developing our sword action shooting game was like.

See you soon,

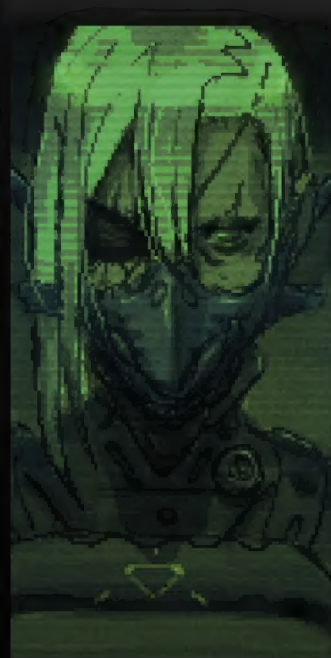
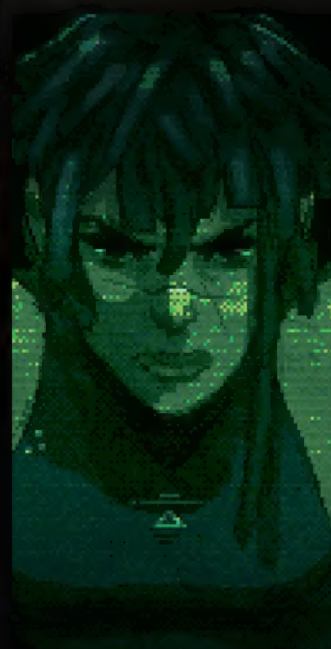
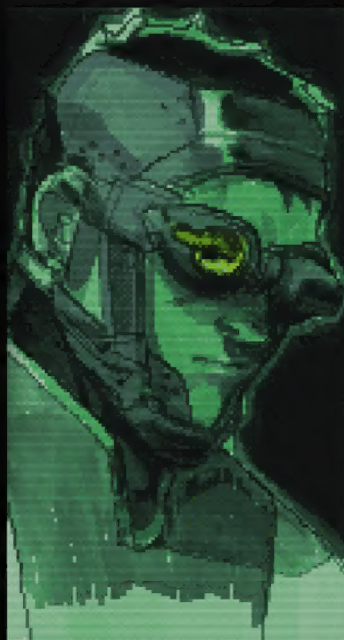
Giannis Milonogiannis
Barry Topping

WARNING

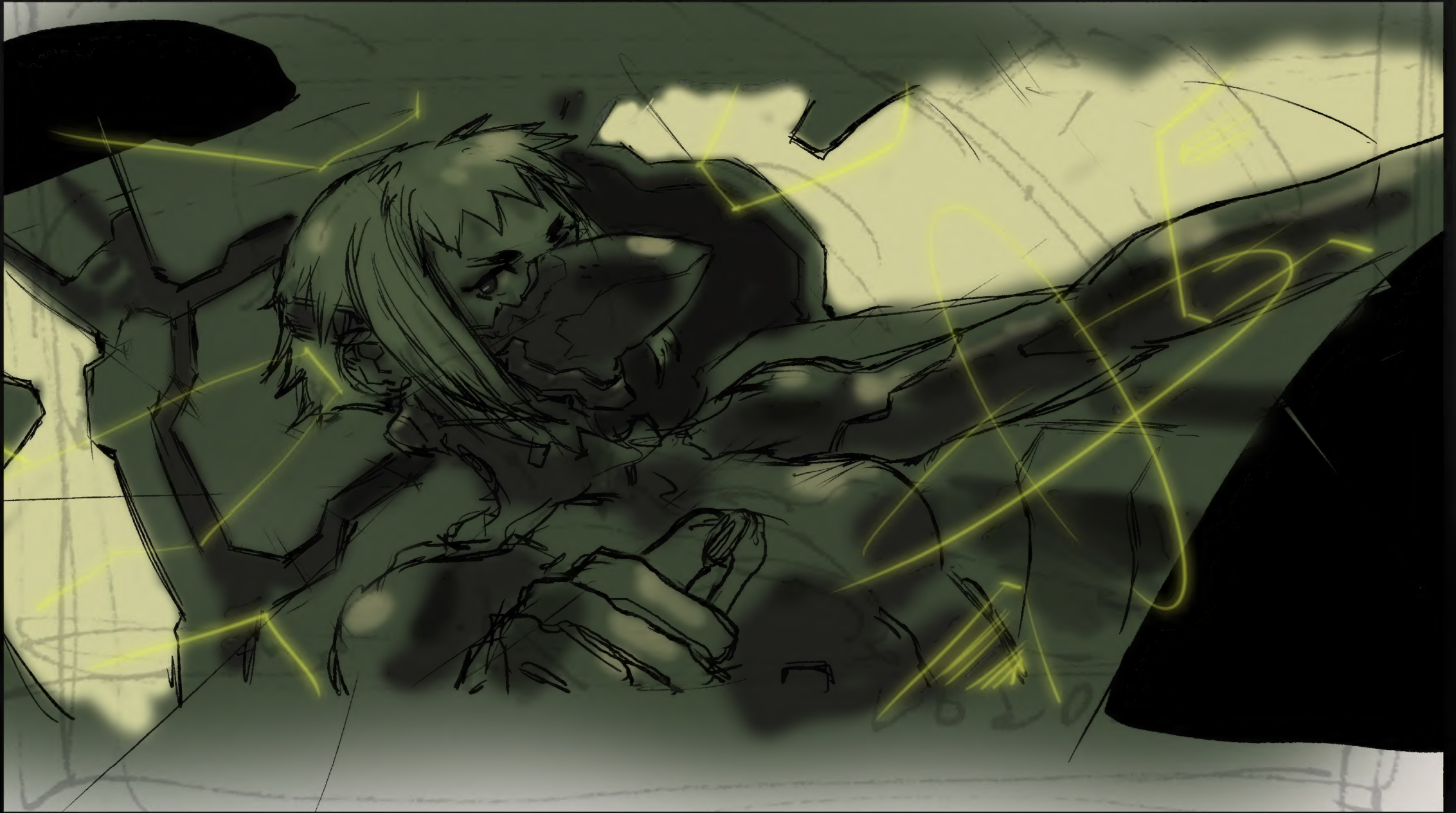
This artbook contains spoilers and various elements
that may not appear in the final game.



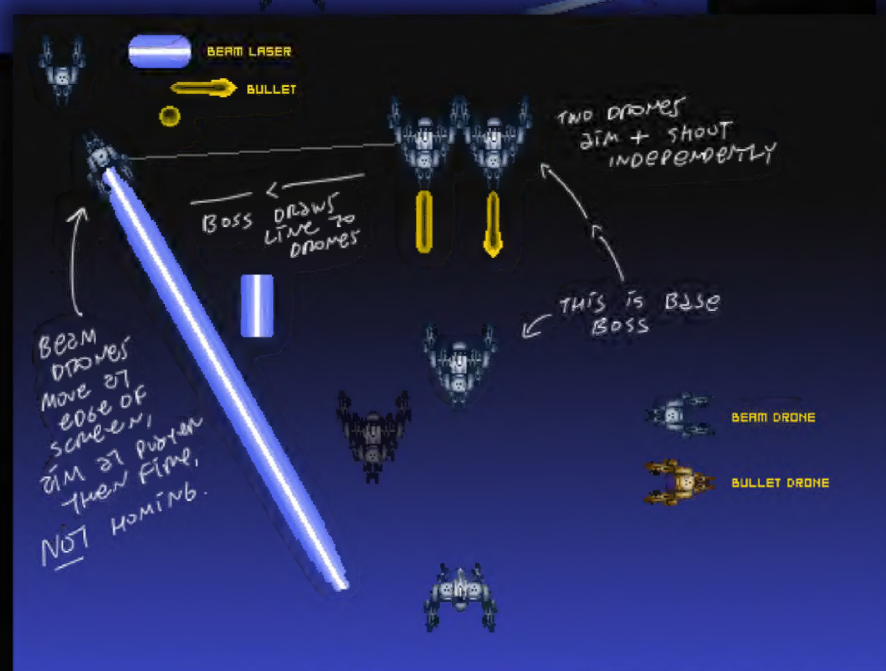
CALL PORTRAITS



EARLY TITLE SCREEN ART



EARLY BOSS PRODUCTION ART

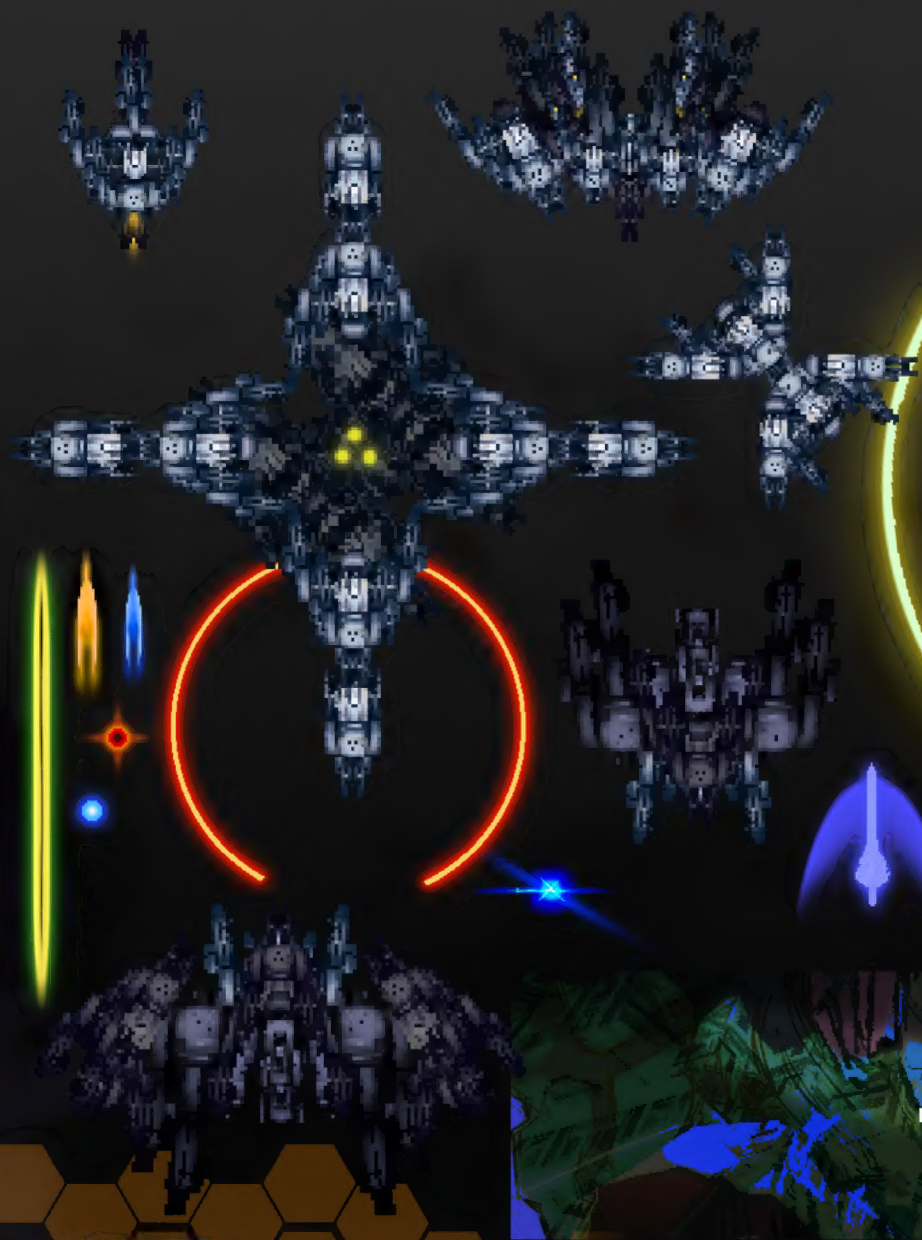


PRODUCTION ART

In-game elements like enemies, projectiles and stage backgrounds were designed in mockup documents like these.



GRAPHICS GALLERY



HYPERBLADE
MODE ENGAGED

DANGER

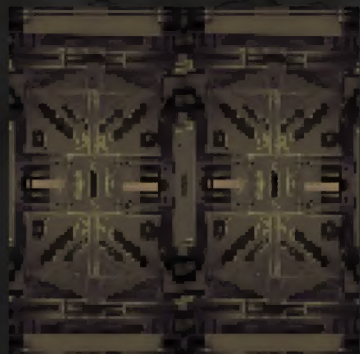
TARGET

SHIELD DOWN

CALL

CALL

DANGER



UNIT 001

SWORD Type

-Halcyon-

Pilot: Excel

Prototype

RADON Ship equipped with the Halcyon SWORD.

2024

HALCYON UNIT 001

UNIT 002

HOMING Type

-Ceyx-

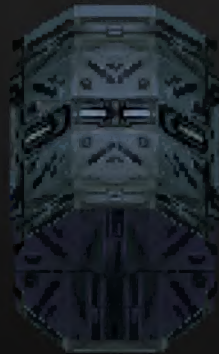
Pilot: Seed

Earthside fighter.

Pilot is a veteran of the First Conflict.

2024

HALCYON UNIT 002



SPECIALTY COFFEE

OLD CITY BLUES

LVL 2049

LVL 235

RESIDENTIAL DISTRICT

HYDROPONICS

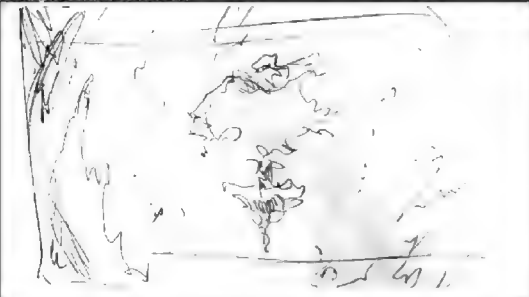
AUTHORIZED ACCESS ONLY



SPECIAL

BIRDCAGE OPENING STORYBOARD

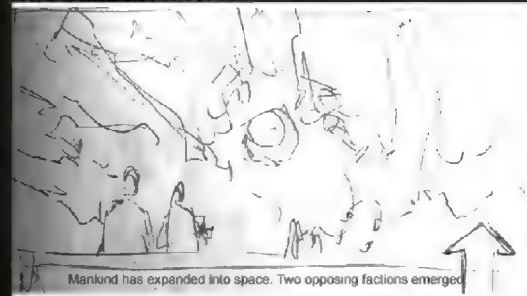
Floating tree in front of the Earth



2342. BRANCH Era

"SFX" big metal thud reverb

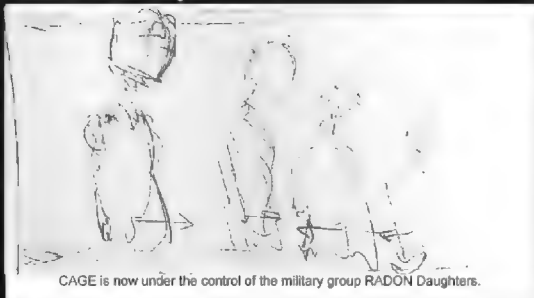
People in lab coats in front of a giant ship



Mankind has expanded into space. Two opposing factions emerged

On one side, SELENE -- in control of the Moon and what remains of Earth
On the other RADON, in control of the space colony known as CAGE

Silhouettes of the Radon Daughters



CAGE is now under the control of the military group RADON Daughters.

Mother Roentgen in the dark



Led by MOTHER ROENTGEN, the RADON Daughters have ordered
GENOME Control to create a new breed of weapon

Ominous EGG

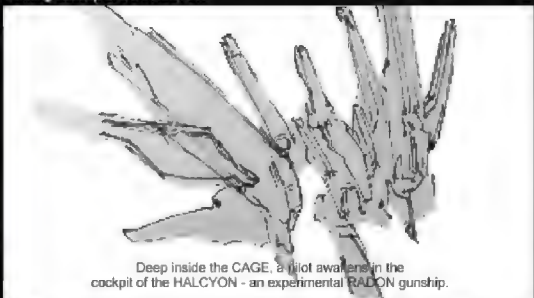


A weapon to end Earth's reign and birth a new universe.
The WORLD-EGG



Now, CAGE is in position above Earth, ready to launch their final attack

Panning closeup of the HALCYON



Deep inside the CAGE, a pilot awakens in the
cockpit of the HALCYON - an experimental RADON gunship.

Extreme closeup, EXCEL opening her eyes



Inside her head: a Voice commands her:



Destroy the WORLD-EGG

"SFX" Garbled voice line

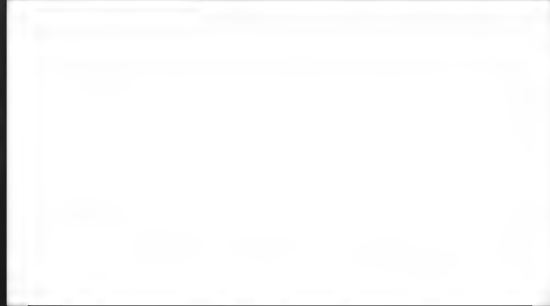
BIRDCAGE

"SFX" bird cry

BIRDCAGE ENDING STORYBOARD

Fade from white after EGG Boss

1



SFX waves and beginning of ED/Credits theme

Excel standing in the shade of the Tree, looking at the HALCYON half in the sea

3



Footstep sounds as Seed appears

4



On Seed and Excel

5



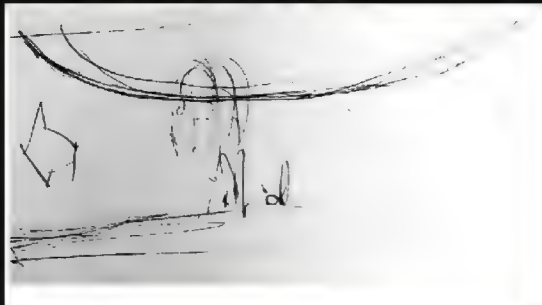
Excel in the breeze, birds fly in the bg

6



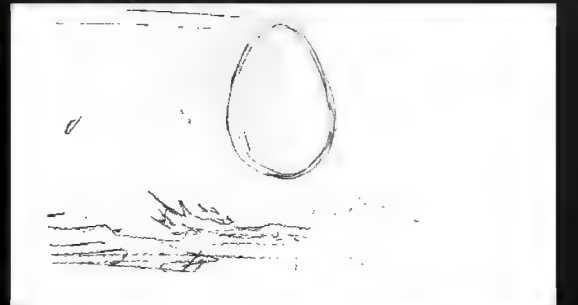
Camera moves away from the duo, EGG silhouette appears

7



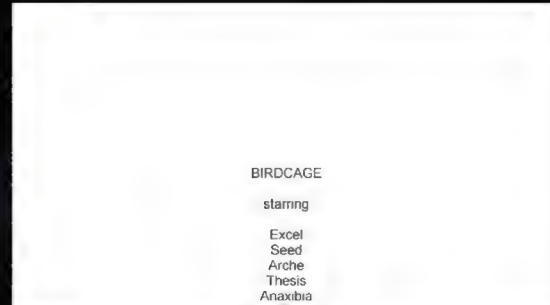
A new EGG, floating above the sea

8



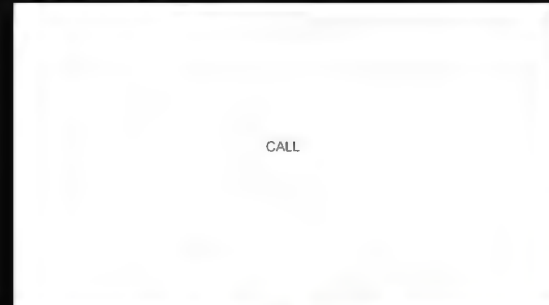
CREDITS

9



Post-credits CALL tease

10



music ends *SFX* Call incoming

CALL Dialogue appears one by one on screen

11



12

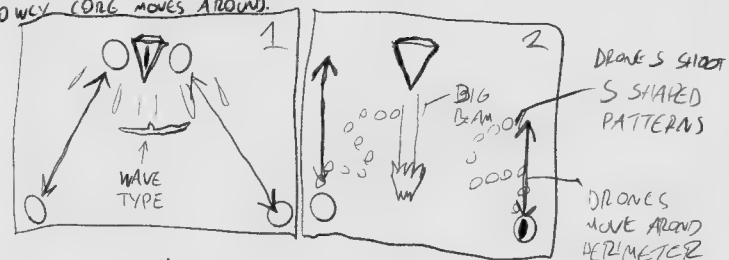
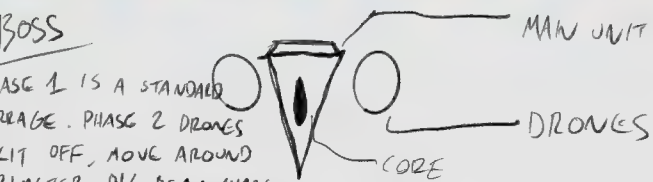


SFX bird cry

ENEMY CONCEPT ART

BOSS

PHASE 1 IS A STANDARD BARRAGE. PHASE 2 DRONES SPLIT OFF, MOVE AROUND PERIMETER. BIG BEAM CHARGES SLOWLY. CORE MOVES AROUND.



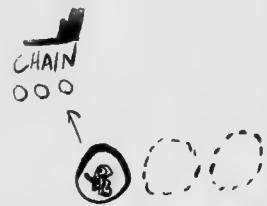
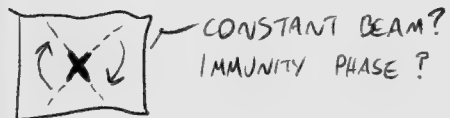
① - CORE MOVES AROUND
CAN ONLY DEplete BY DAMAGING CORE

BOSS

X SHAPED SHIP
ROTATES IN THE
MIDDLE OF THE
SCREEN. 2ND PHASE?

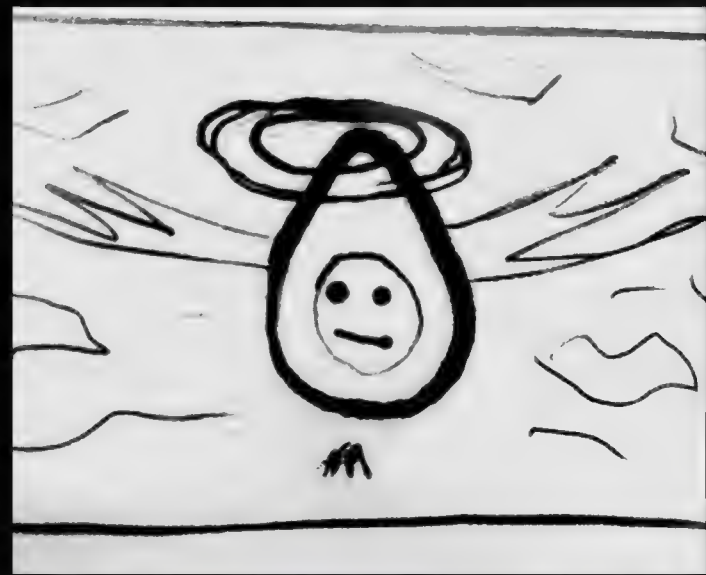
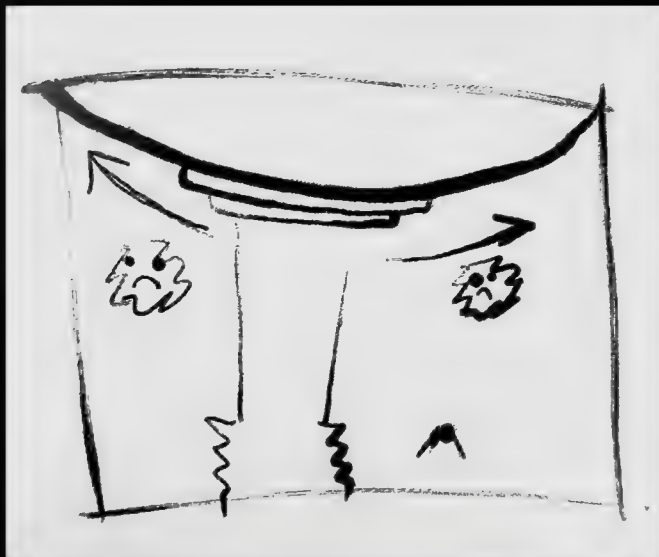
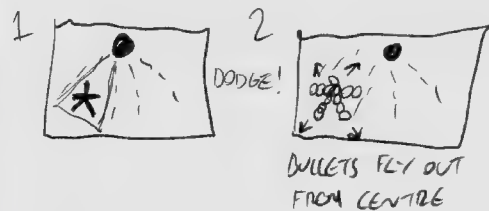


O → ✂
BULLETS EXPLODE
INTO SMALL X BULLETS



BOSS

SHOOTS TRACER WARNING
LASER IN SHAPE OF KANJI



ANXIETY BOSS NOTES

WEAPONS:

- MACHINE GUN ARM - SPREAD SHOT
- SWORD
- HOMING MISSILE
- SCREEN FILLER BOMBS.



SWORD

- LERPS IN 2 POSITION RELATIVE TO THE BOSS. FROM ITS XY, DRAW THE ARM. MIGHT NEED TO BE OBSOLETE.

* maybe use sequences for this boss? will make animation much easier?

TIMELINE:

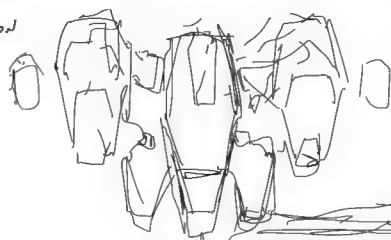
- BOSS SWINGS SWORD TO THROW PROJECTIVE WAVE.
- SHOTS MACHINE GUN ARM.
- FIRE 2-3 MISSILES
- GUARD (LET PLAYER BREATHE)
- REPEAT 2-3 TIMES
- FILL SCREEN WITH PROJECTILES. 2-3 SECONDS, then BACK TO START.

maybe need more interior BG assets.

3D BOSS IDEA

if doing a 3D BOSS, have a lot of rotation and moving, take advantage of the platform.

gun platform.

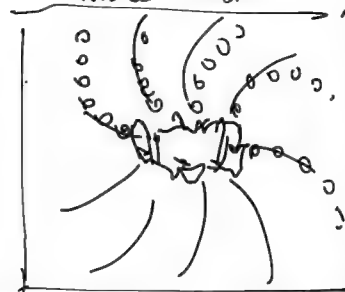


stage 1 could be outside but still having the forest. show huge ships in the BG. fighting between them.

MOTHER BOENTGEN BATTLE. - COLOR: YELLOW.

- USES SWORD TO CREATE WAVES
- THROWING KNIVES? OR HALBERDS.
- RADIAL PATTERN.
- SHOULD MOVE IN AROUND SCREEN.
- BEAMS

RADIAL PATTERN.



CAN create excitement by throwing a lot of bullets in areas away from player. score them, but no danger.

* WHEN GUARDING, SWORD ABSORBS BULLETS. maybe even REPAIRS her health?

STRAHL BATTLE.

INTRO BOSS. SHOULD BE EASY. HOW DO I MAKE IT EASY BUT ALSO FUN? IS DIFFICULTY THE SOURCE OF FUN IN A SHMUP?

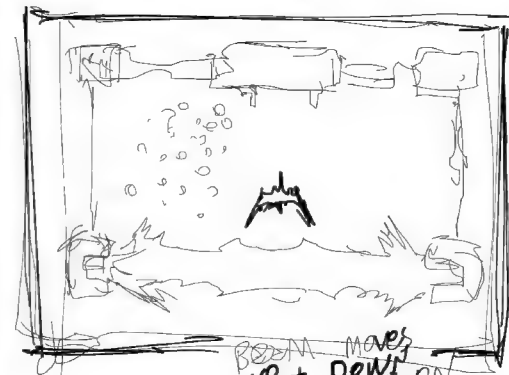
- REWARDS player with first level up?



"FUN" IS PATTERN RECOGNITION CALLED RISK AND REWARD.

TIMELINE

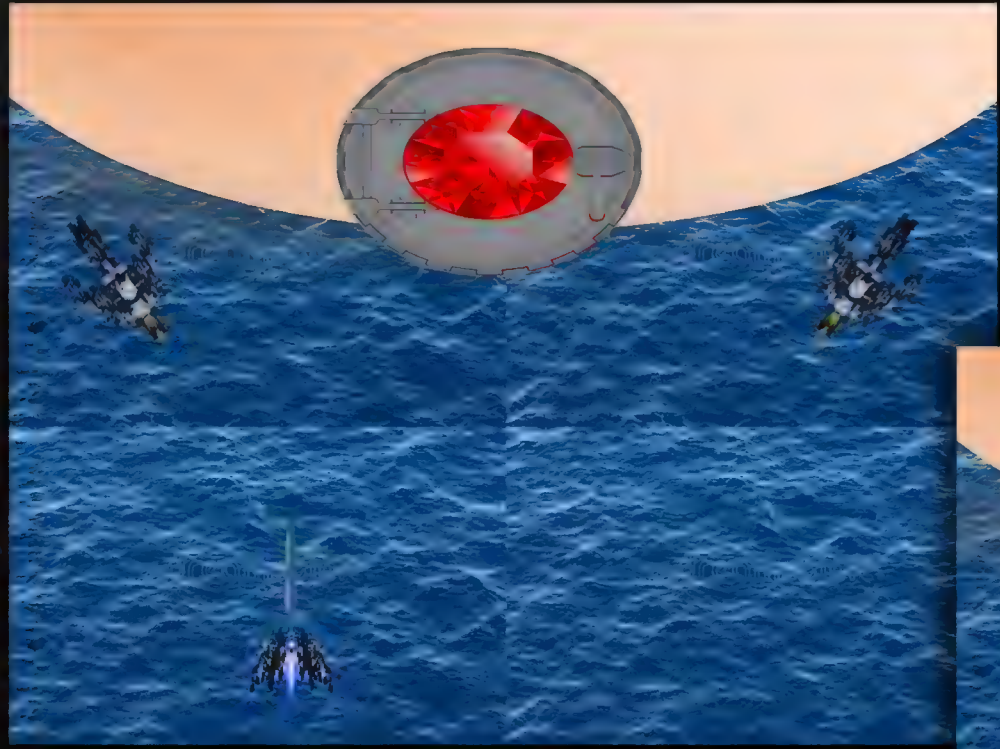
- SHOTS GREEN BULLETS GOING STRAIGHT DOWN, WIDE PATTERN.
- RARELY SHOTS HOMING BOMBS, JUST TO KEEP player moving.



BOSS moves UP + DOWN END TURN ON + OFF. player can't use sword UP + DOWN when BOSS ON.

BOSS moves UP + DOWN END TURN ON + OFF. player can't use sword UP + DOWN when BOSS ON.

OUTER SHELL CONCEPT ART



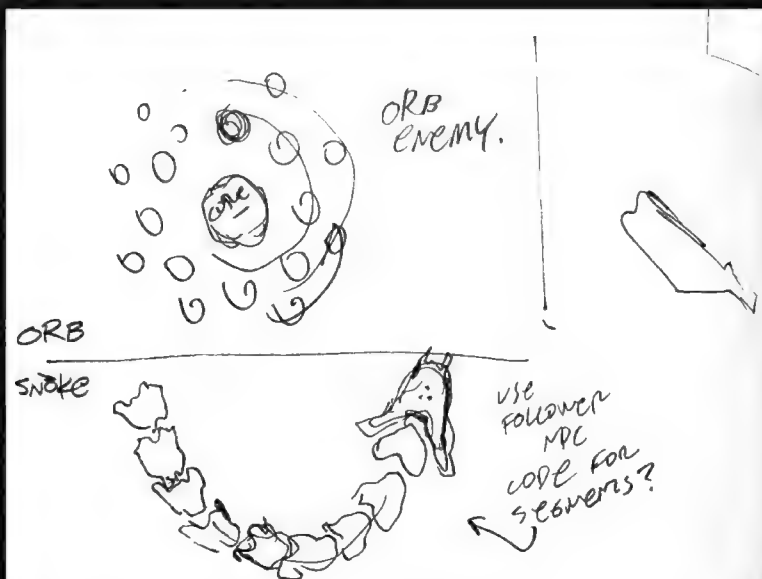
```
def __init__(self, x, y, z, angle, speed, direction, scale):  
    self.x = x  
    self.y = y  
    self.z = z  
    self.angle = angle  
    self.speed = speed  
    self.direction = direction  
    self.scale = scale
```

```
def move(self, dx, dy, dz, dangle):  
    self.x += dx  
    self.y += dy  
    self.z += dz  
    self.angle += dangle
```

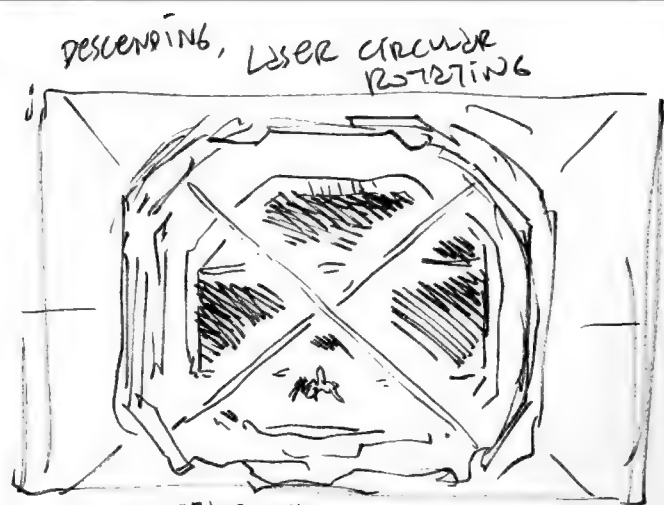
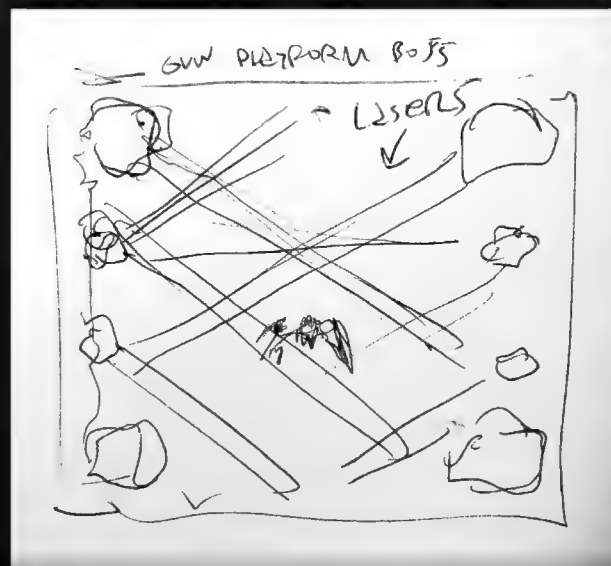
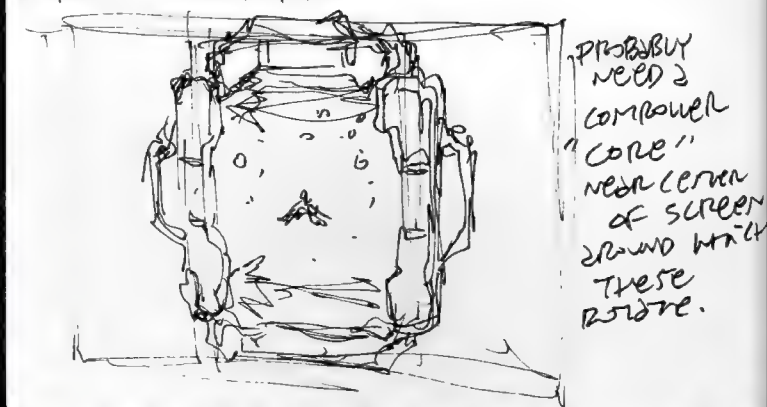
```
def update(self):  
    self.move(self.speed * math.cos(self.direction),  
             self.speed * math.sin(self.direction),  
             self.speed * math.sin(self.direction),  
             self.direction)
```

```
def render(self):  
    glPushMatrix()  
    glTranslatef(self.x, self.y, self.z)  
    glRotatef(self.angle, 1, 0, 0)  
    draw_shell()  
    glPopMatrix()
```

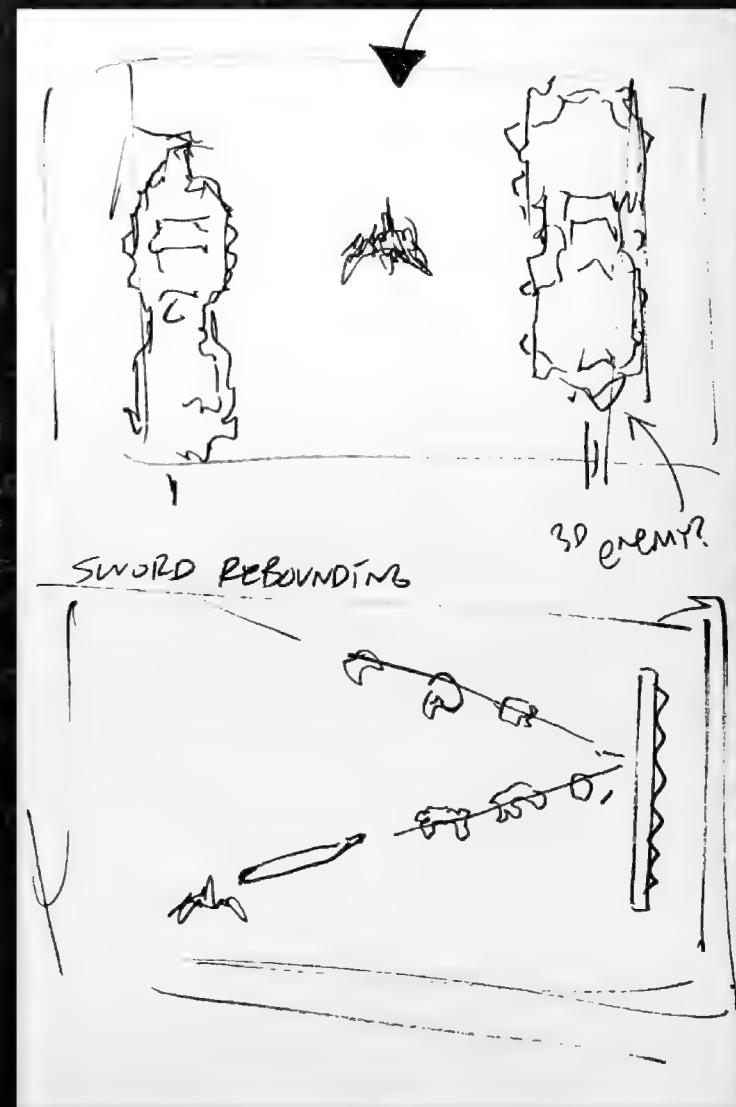
```
def draw_shell():  
    glPushMatrix()  
    glTranslatef(0, 0, 0)  
    glRotatef(0, 0, 0, 0)  
    glScalef(1, 1, 1)  
    glMaterialf(GL_FRONT, GL_SPECULAR, 1.0)  
    glMaterialf(GL_FRONT, GL_SHININESS, 100.0)  
    glMaterialf(GL_BACK, GL_SPECULAR, 1.0)  
    glMaterialf(GL_BACK, GL_SHININESS, 100.0)  
    glDrawArrays(GL_TRIANGLES, 0, 1440)
```

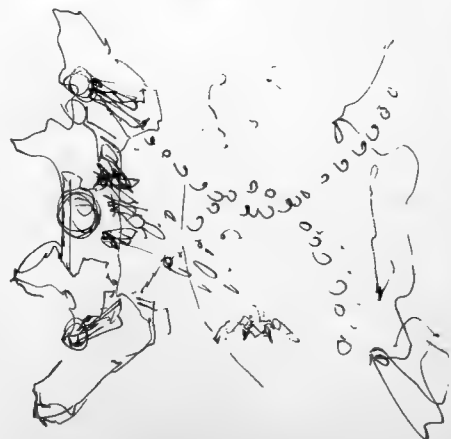
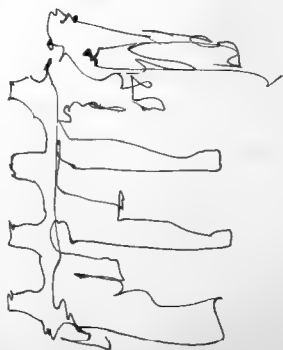
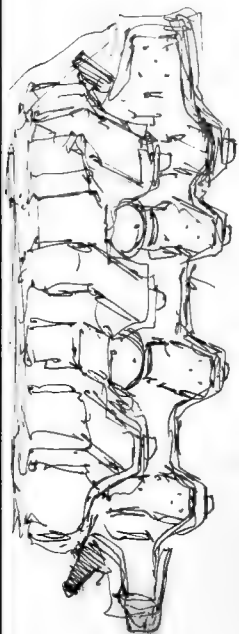


GUN/LASER PLATFORM.



- AS YOU TRAVEL "DOWN" LASER PLATFORM COME UP TOWARDS YOU, NEED TO REPOSITION TO AVOID LASER BEAMS.
- THEY CAN ROTATE OR BE STATIC. 2ND SHOULD INCREASE IN SPEED/FREQUENCY AS STAGE PROGRESSES.





PLAYER CAN WIDE
WITH THIS BUT ENEMIES
KINABLE W/ SWORD.

- PLATFORM OBJECT
 - MOVES DOWN
 - CAN BE "LEFT" or "RIGHT"
 - SPWNS GUN ENEMIES,
IN POSITIONS RELATED
TO L & R.
- GUNS OBJECTS
 - MOVE DOWN AT
PLATFORM SPD
 - CAN THEY BE KILLED?
OBVIOUS ANSWER IS
YES.

ARE ENEMY SHIPS SPWNING
DURING THIS? SEEMS LIKE
YES. WHEN DOES IT BECOME
MESSY?

WHAT ARE THE BEHAVIORS
OF THE GUNS OF THE
PLATFORM?

ORIG COULD FIRE OUT CIRCULAR
PATTERN?

HOW COULD SCORE RELATE TO EGG BOSS HEALTH?
LIKE THURTING THE EGG PARTS THE SCORE?

- CAMERA ZOOM OBJECT?
- EGG WINDS SHOOTABLE?



CAN DUPLICATE
BOSS OBJECTS
AND CAN MORPH
THEM INTO CONTR
OBJECTS.

- ~~EGG OBJECT~~

- ~~EGG ATTACK PATTERN OBJECTS~~

WATTEN BASED ON BOSS PATTERNS.
↳ ALSO NEED SOME EGG SPECIFIC PATTERNS.

- ~~BOSS SHOOT OBJECTS~~

- ~~EGG FROM OBJECT~~

↳ CAN SYSTEM SPWNE.
↳ SPWNE THEN SPWNEED BY BLOW.

• CAN FIRE OFF ATTACKS.
• NO HEALTH, NEED TO
HURT EGG.

- CLOUD PLEX OBJ
- CLOUD PYRAMX SPWNER.

- ~~EGG SHOOTING OBJECT~~, DRAWING TEXT WITH EXTRA WORDS

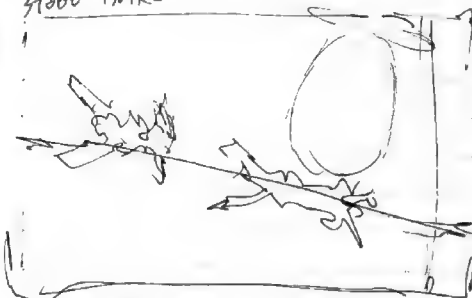
- ~~EGG ATTACK NAME OBJECT~~. (W/ BG).

- SEED + EXCEL CUSTOM BOSS SHOUT OBJECT.

WORLD-E66 ENDING SEQUENCE

4:06:00 INTRO

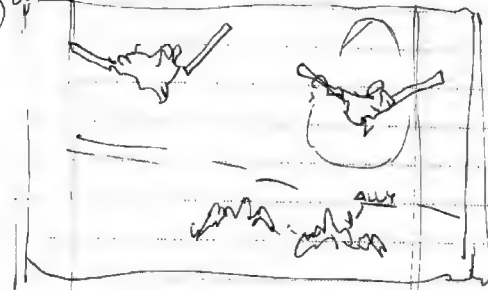
①



UP TO 20 SEC

②

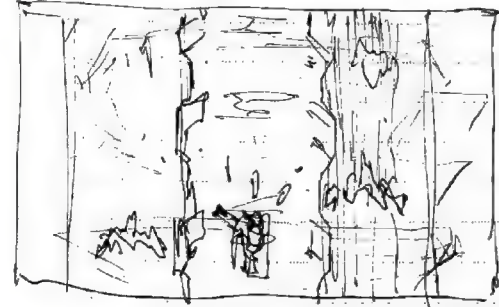
E66 APPROACH



NEEDS 2 CHANGE AT 40 SECS?

③ ELEVATOR CLIMB

CHANGE TO TOP DOWN VIEW?



UP TO 1 MIN 1.30 EVEN.
AT 1 MIN HEAVY SENTRY OVER
ENTERING E66 ZONE

④ CLIMBING THROUGH CLOUD LAYERS



⑤ ENTERING GIANT HATCH



⑥ BATTLE IN DARKNESS

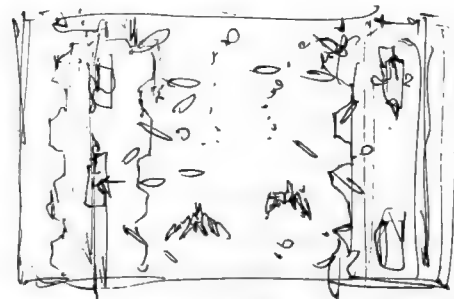


★ E66 CAN DRAIN PLAYER SCORE.



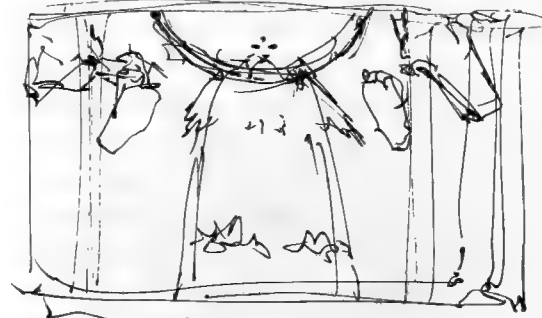
ELEVATOR APPROACH ON SIDES

FOR ELEVATOR CLIMB, HAVE
BACKGROUND LAYERS APPEAR FROM
FURTEST TO NEAREST.

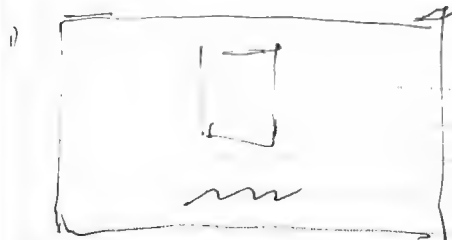


ROBOT BQ WITH LEGS,
POOR BLOCKER.

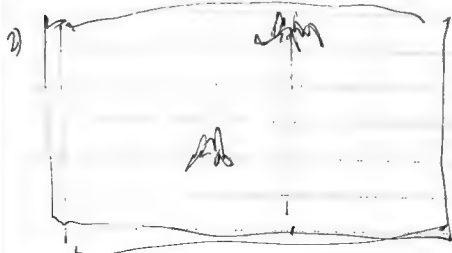
NEEDS TO DIE AT 2 MINS



egg 2 flow

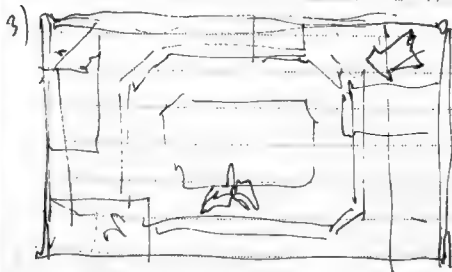


CERY CAN DETOR
STELL BOSS.



CERY FLIES
OFF.

NPC FLIGHT BEHAVIOR.
- SPAWN SPEED FX.
- MOVE TO TOP.
- DESTROY ON LEAVE.



WARNING SIGNS
SCALING UP AS
HOLE DESCENDS.
MUSIC STARTS.

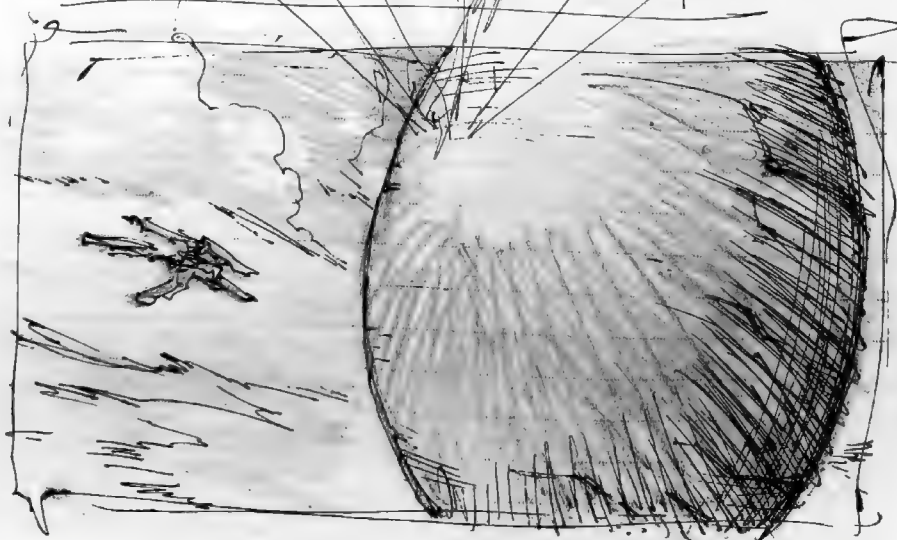
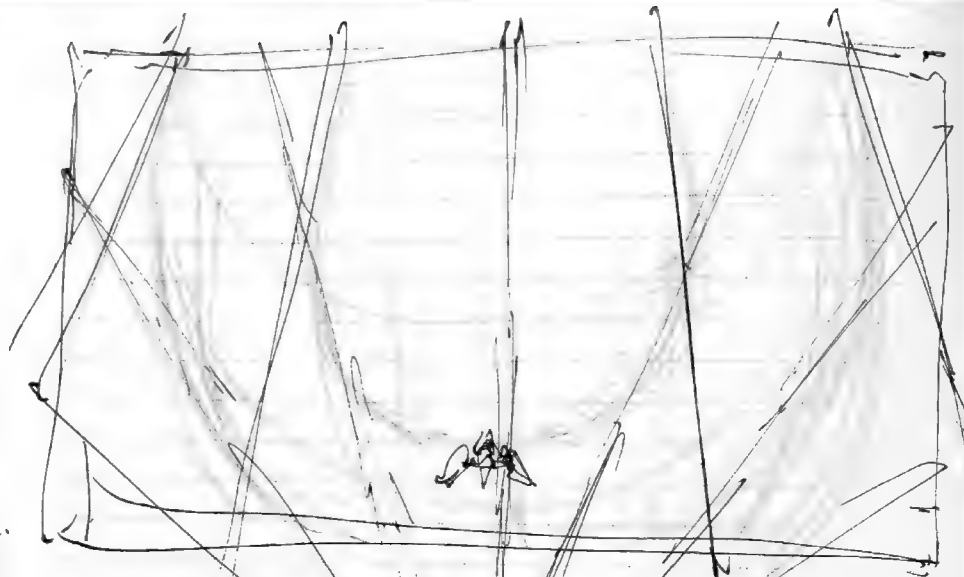
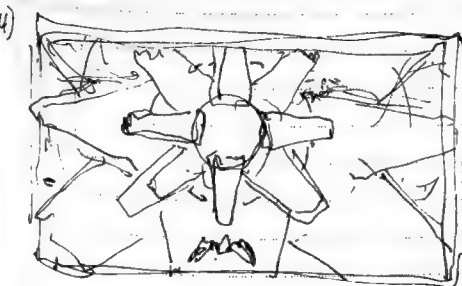
HATCH TO EGG OPENS



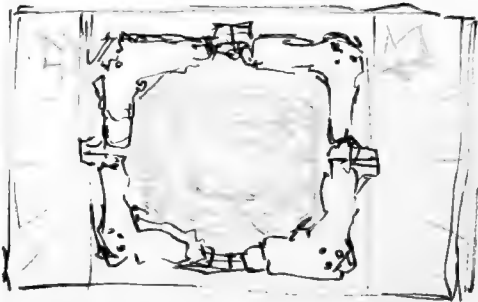
EGG QUOTES
START PLAYING.
AS YOU REACH THE
YOLK CORE.

TURN OFF SIDEBORDERS.

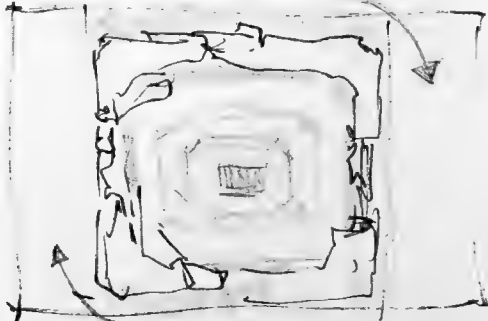
- MAYBE SHOULDN'T MOVE
INSTEAD FORCE POSITIONING
WITH LOS OBS?
- SIDE ENEMIES COULD MOVE
UP/DOWN.



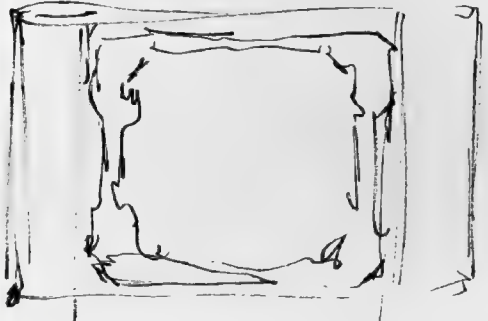
INCUBATOR



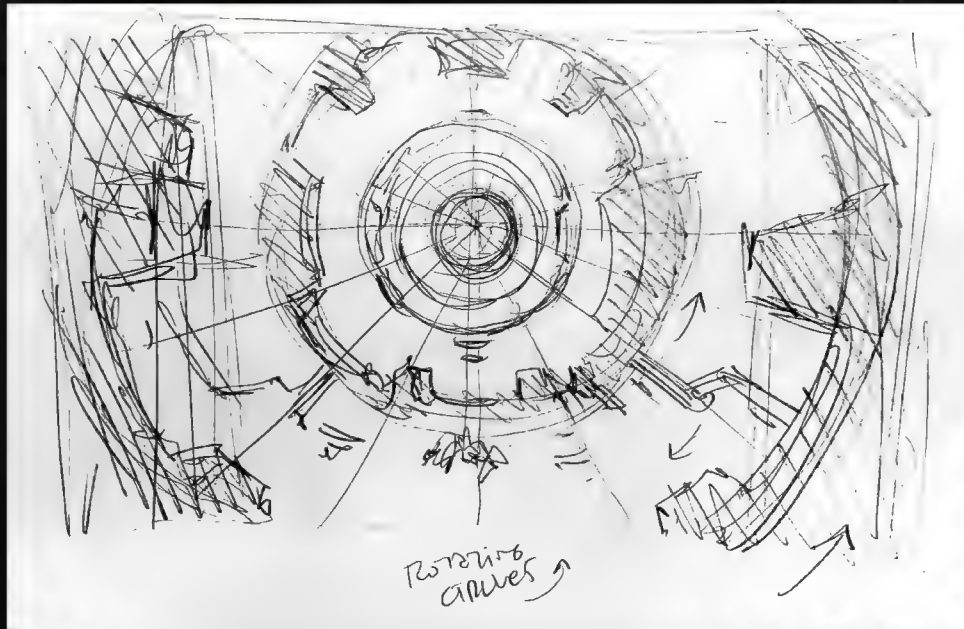
- all one object?
- lasers have 2 set of 3-4 possible layouts and cycle between them?



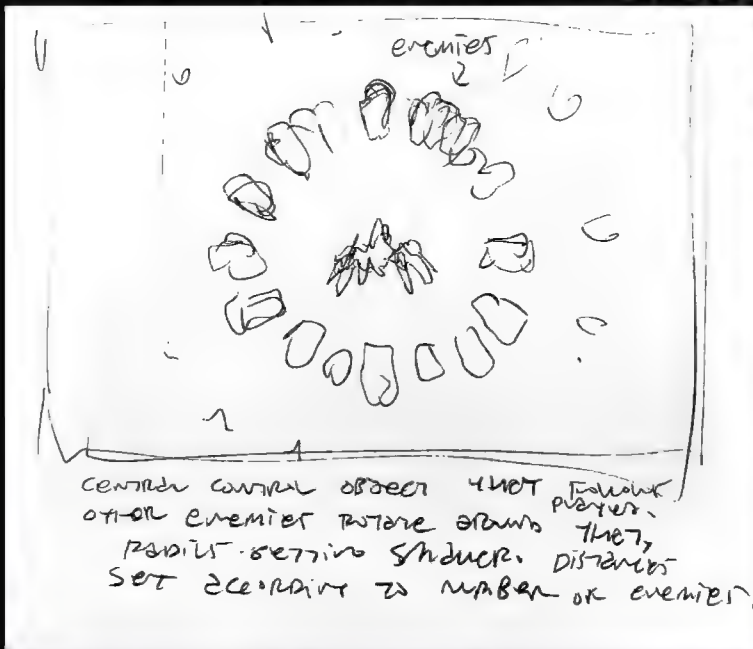
making your way through incubator. each platform has a pattern. hitting it deals damage to main boss.



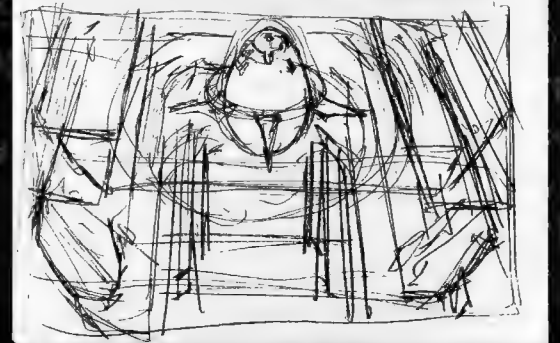
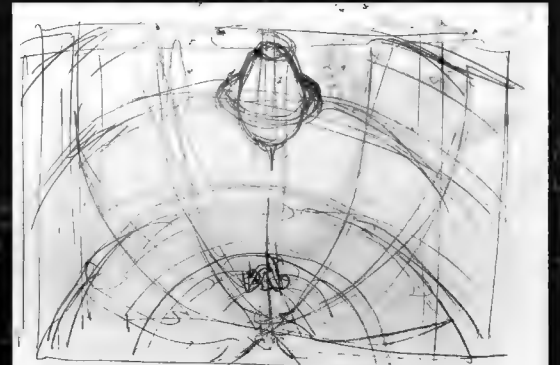
laser section rising up from below.



rotating arms



central control object that follows player. other enemies rotate around the, rapidly setting shadows. distances set according to number of enemies.



NEW MATERIAL

STAGE 1

- ~~BLUE SPARK + DROPS~~
- ~~MOVE BLUE AFTER ROCK~~
- ~~MOVE ENEMY LIFE~~

ADD SOME MOVEMENT TO BLUE SPARK

ADD SOME MOVEMENT TO BLUE SPARK
LAST RESORT

STAGE 2

- ~~MOVE FIRST BOMB~~
- ~~MOVE ENEMY FIRE THING~~
- ~~MOVE ENEMY AT FIRST BOMB~~

SWORD END
SINGLE
BT PRESSING
L1 / R1

ADD OPTIONAL CALLS

HYPERFOCUS
OF BOX

STAGE 3

- ~~MOVE CASTER HP~~
- ~~MOVE ENEMY HP~~
- ~~REPLACE HP ENEMY HP~~
- ~~CASTER SPARK~~

PUT IN MID SCENE
ES FOR PROOFING?

NOW IS CHANCE TO
GO BACK AND PLANT
SETUPS

START SCENE
W/ BIRD CRY

STAGE 4

- ~~ADD PROXIMITY~~
- ~~ADD SFX~~ (COULD BE BEFORE HILATION)
- ~~TWOSE HILATION~~ (TWOSE)
- ~~POST AND POST~~ (CRIES, ENEMY FROM BELOW SPINNER, CAPTAINS)

STAGE 5

- ~~WIDE AND TRANSITION~~
- ~~SURFACE VISUAL TRANSITION~~
- ~~MID SECTION MOVE~~
- ~~MOVE CORN TO MIZE~~
- ~~EXHIBIT TOTAL~~ (MID DIE POSTER OR SECOND PHASE EXHIBIT)

663

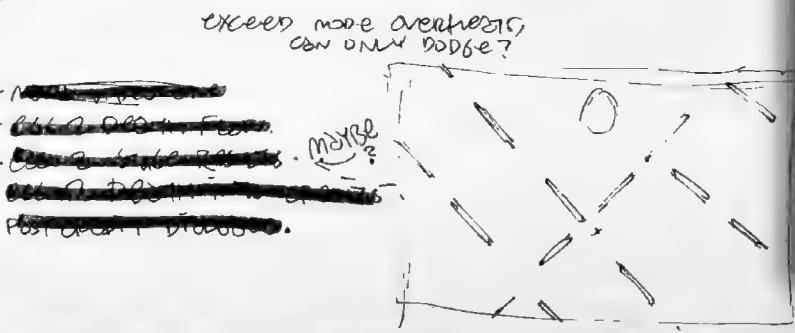
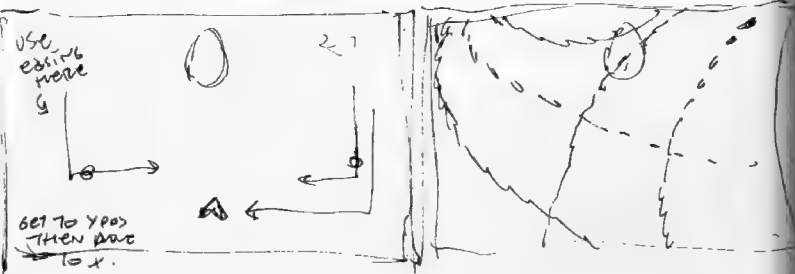
- BEAM DURING 2ND MUS
- ~~LAST PHASE~~

STAGE 6

- ~~TWO PHASE COORDINATE~~
- ~~MOVE SWORD~~
- ~~COORDINATE~~
- ~~COORDINATE~~
- ~~COORDINATE~~

662

- ~~TRANSFORMATION SCENE~~



Attack titles initial

- last resort -

2011 when
setting home to
fullscreen using
video player.

Save
New

CRASH / soft lock
ON CFW BEFORE
TWIN EXTENT.

EGG BOSS BAR SURPRISE: GOES FROM YELLOW TO RED,
THEN KEEPS GOING TO FULL HD, FINALLY
BLUE / GREEN?

THE SHADOW - CEX
THE SELF - MALCUM
EGO IDEAL - EXCEED.

NON - GOD

THE SHADOW - FIRES CEX MISSILES AT YOUR LAST POS.
SELF - FIRES 2 SWORD, FAST TO PLAYER.
(CAN BE DEFLECTED?)

2PTITUDE TEST OBJECTS

- QUESTIONS OBJ.
 - DRAWS QUESTION TEXT. " ";
 - SETS TIMER
 - DRAWS TIMER SIZE
 - CHECKS FOR INPUT, LEFT / RIGHT + ~~NO~~ CONFIRM.
 - DRAWS YES / NO OPTIONS AND CURSOR UI.

WHAT HAPPENS IF SPDM THROUGH QUESTIONS?
POSSIBLE DEAD END.

- rest 7.5
sec timer.

NEUROTYPIC

- 2nd SECOND WHITE-OUT, ENEMIES AND BULLETS ARE DESTROYED.
MORALITY TEST POPS UP, WITH 2 ANSWERS PER QUESTION.
QUESTIONS SHOULD HAVE A VISUAL TIMER, SO WE CAN
TIME OUT THE SECTION.
- THEN BEGINS THE "BIRTH" SECTION. WHAT HAPPENS HERE?
 - EXCEED OVERHEATING AND WEAPONS NEED TO SHUT DOWN?

EGG 3 ENDS ON 2 TIMER, THE GOAL IS TO GET ITS
LIFEBAR DOWN BEFORE TIMER.

- 2:58, WHITE FLASH, DESTROY ENEMIES
 - TALK ABOUT NEW WORLD.
 - CAN USE EXISTING BOX DIALOGUE FOR THIS.

- 3:09, QUESTIONING BEGINS.

- 3:32, SDX BEGINS.
NEED SHADER ← EGG SPARKS
SCORE DRAIN

- 3:58, SDX ENDS, TALK ABOUT BIRTHING NEW WORLD.

- 04:16, FINAL BATTLE SEQUENCE, IS THERE BUILT DODGING?
FAST PATTERNS. MAYBE WITH LINES COMING THEM
OUT SO YOU CAN DODGE.

128, ATTACK SHOULD EVOLVE.

- 04:40, ENEMY LIVING ENDS.

CUSTOM RESULTS
OBJECT
FROM STAGE 6.



I see... YOU ARE THE STEWARDS OF THIS WORLD NOW.
PROVE TO ME YOU CAN PROTECT IT.

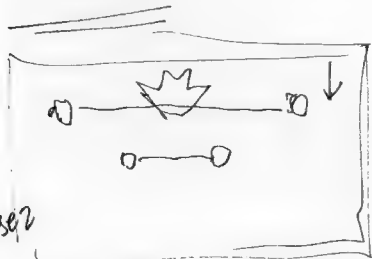
OBJ. ROSE 2 RCH. DROVES = 4.

IF $\sim \angle = B$
increase trust,
etc etc

HOW TO MAKE THIS FIGHT FUN?

WHEN DROVES ARE GONE, CAN HAVE:

- WAVE PROJECTILES IN 1-2-1 FORMATION
- PLAYER TARGETED BY RETICLE AND THEN 2 RCHD LASER SHOT IN THEIR POSITION.



Phase 2

CREATES DROVES THAT
MOVE DOWN, PLAYER HAS
TO KILL OR AVOID.

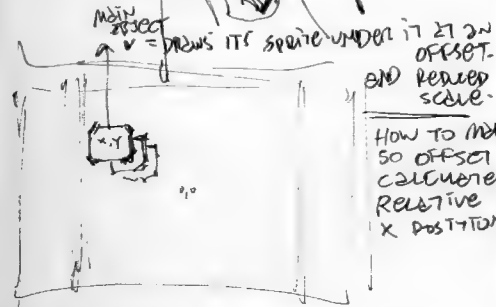
Phase 1

2 TIMED LASERS

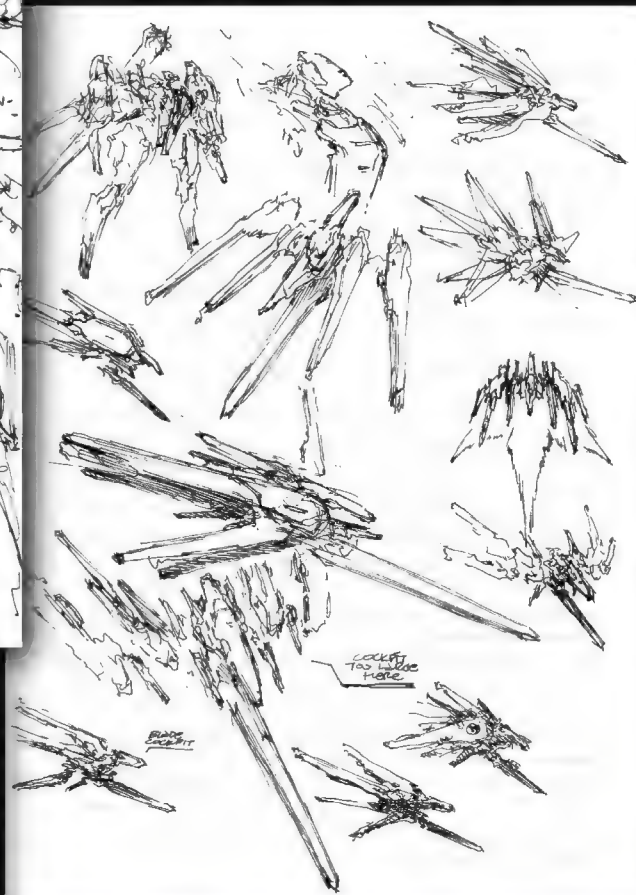
Phase 3: DAWMDRV. ← waves.

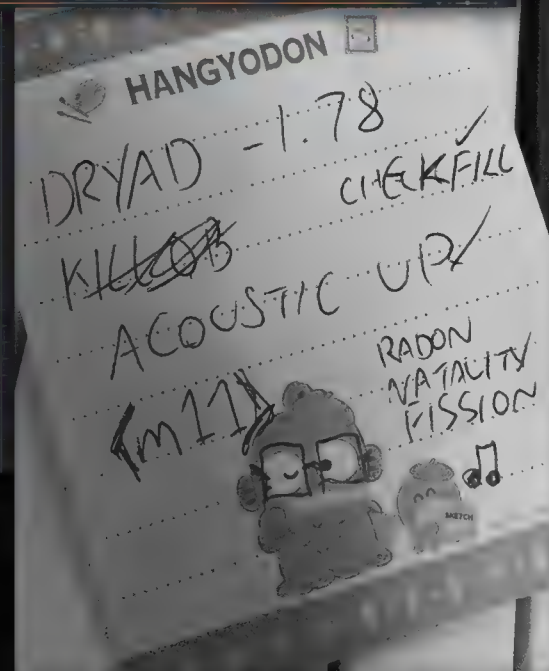
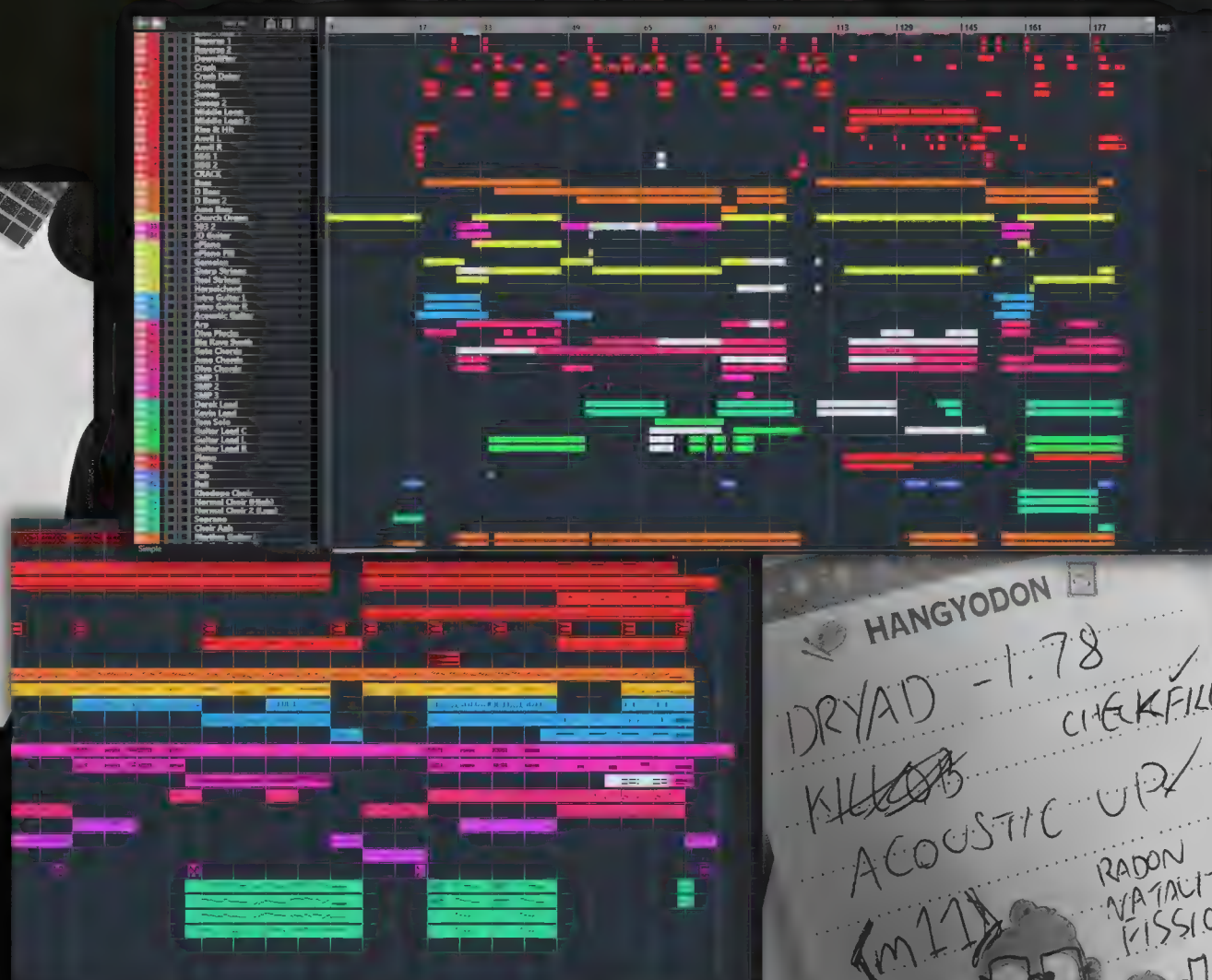


IF X
GIVEN GUN/2
{ OFFSET:



HOW TO MAKE IT
SO OFFSET IS
CALCULATED
RELATIVE TO
X POSITION?





MESSAGE

The change from sound chips to CD audio has always been the period of video game music that has influenced me the most. BIRDCAGE draws on this influence and weaves it together with more modern sounds and styles.

I spent a lot of time listening to classic 90s video game music; to try to better understand what it is about those soundtracks, that evoke such a strong sense of time and place.

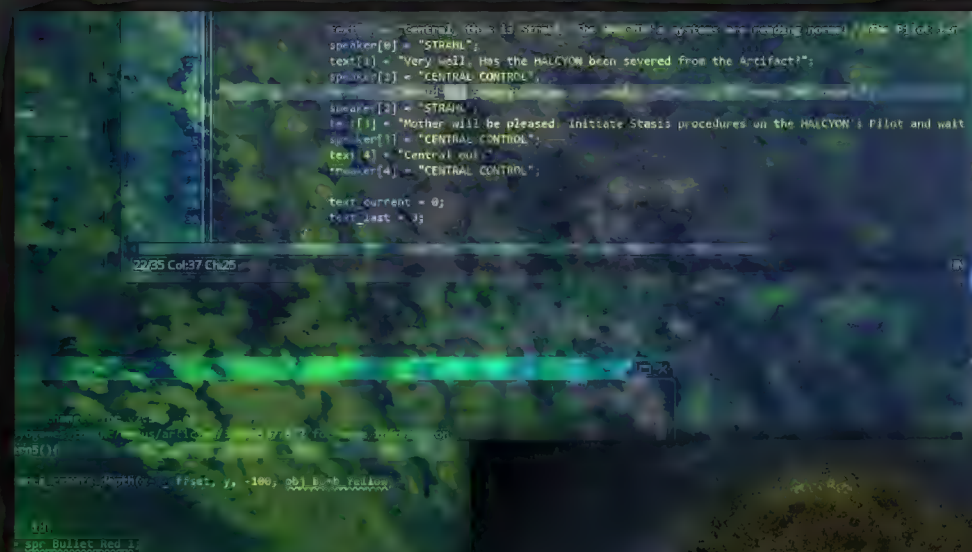
- Barry

VIDEO ELEMENTS

MESSAGE

Video elements present throughout BIRDCAGE are rendered at SD resolutions and feature a mixed media approach to their composition. I was often combining real world footage, shot in and around our hometowns, with game footage, game artwork and other visual content.

- Barry







THE
KINGS
SHOULD
BE ROYAL
TOO.

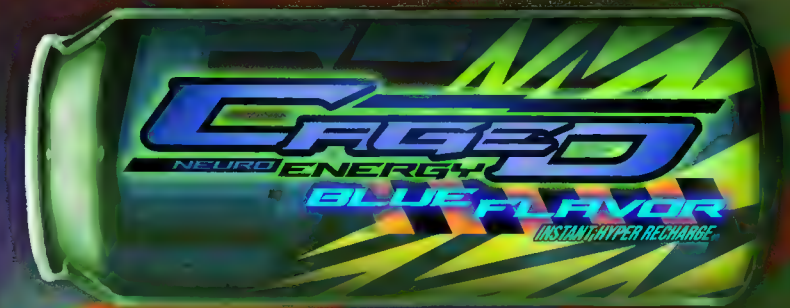




THANK YOU
FOR
10,000+ WISHLISTS

SEE YOU
NOVEMBER 18TH

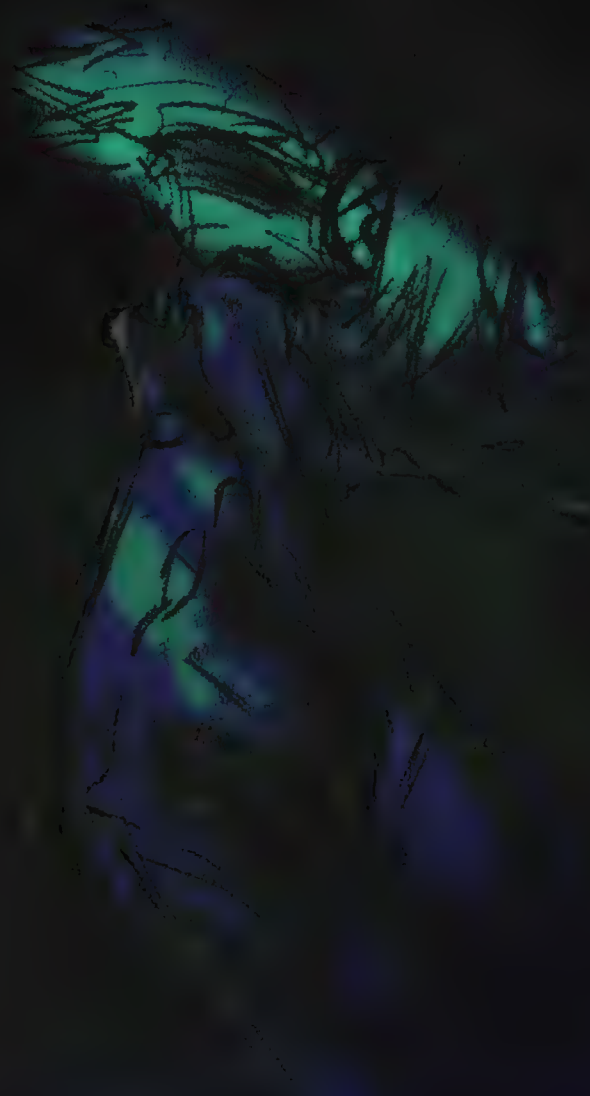
IN THE MEANTIME, CELEBRATE WITH A REFRESHING



Sword Action Shooting Game
BIRDCAGE



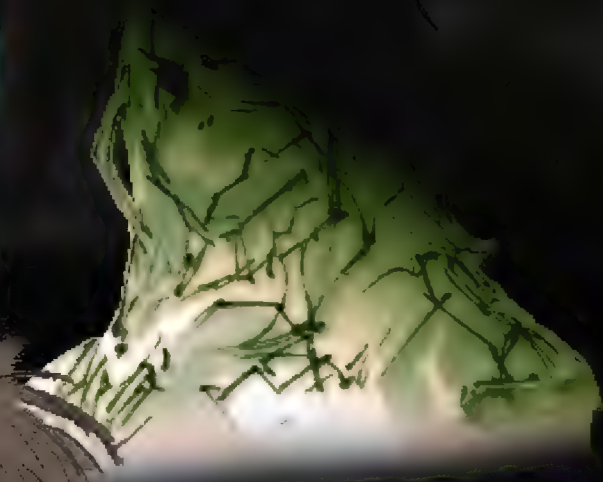




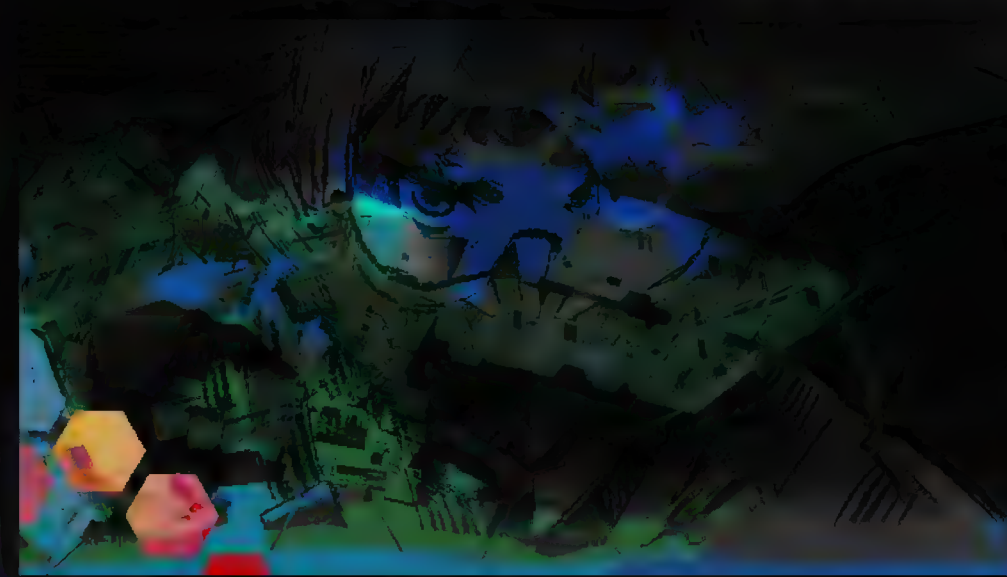
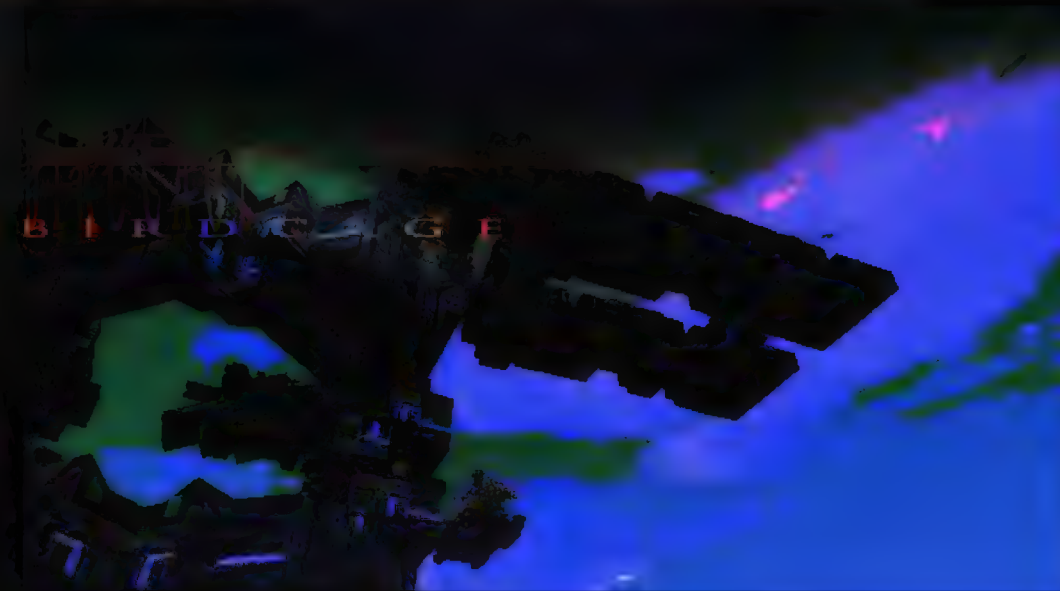
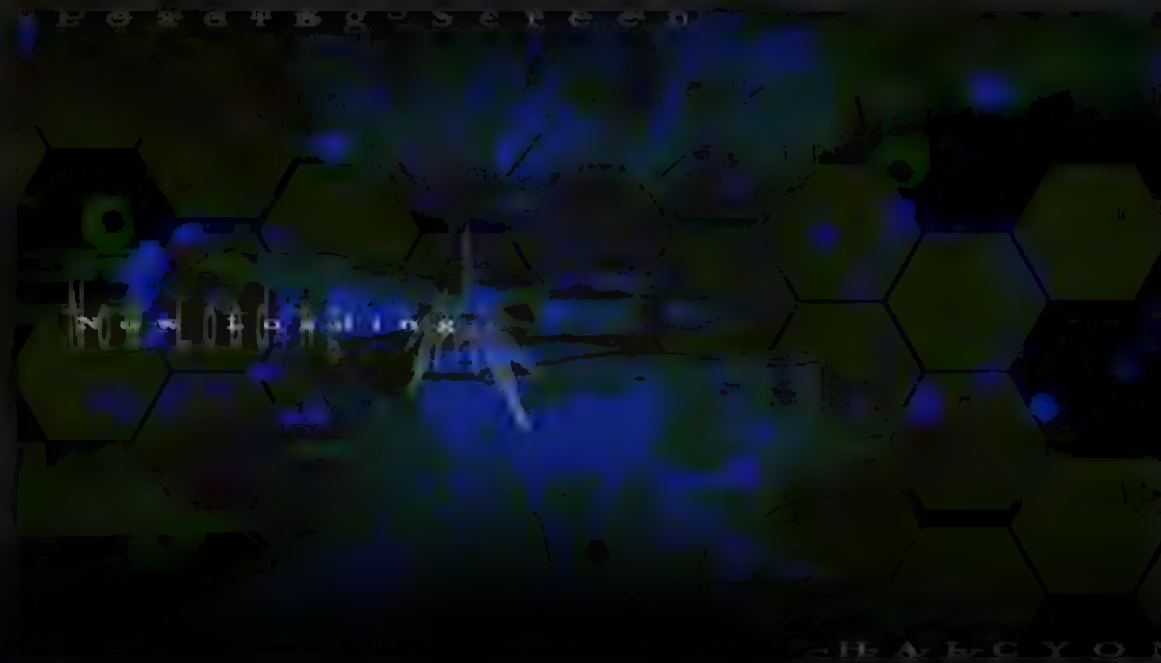
HALCYON MKIII





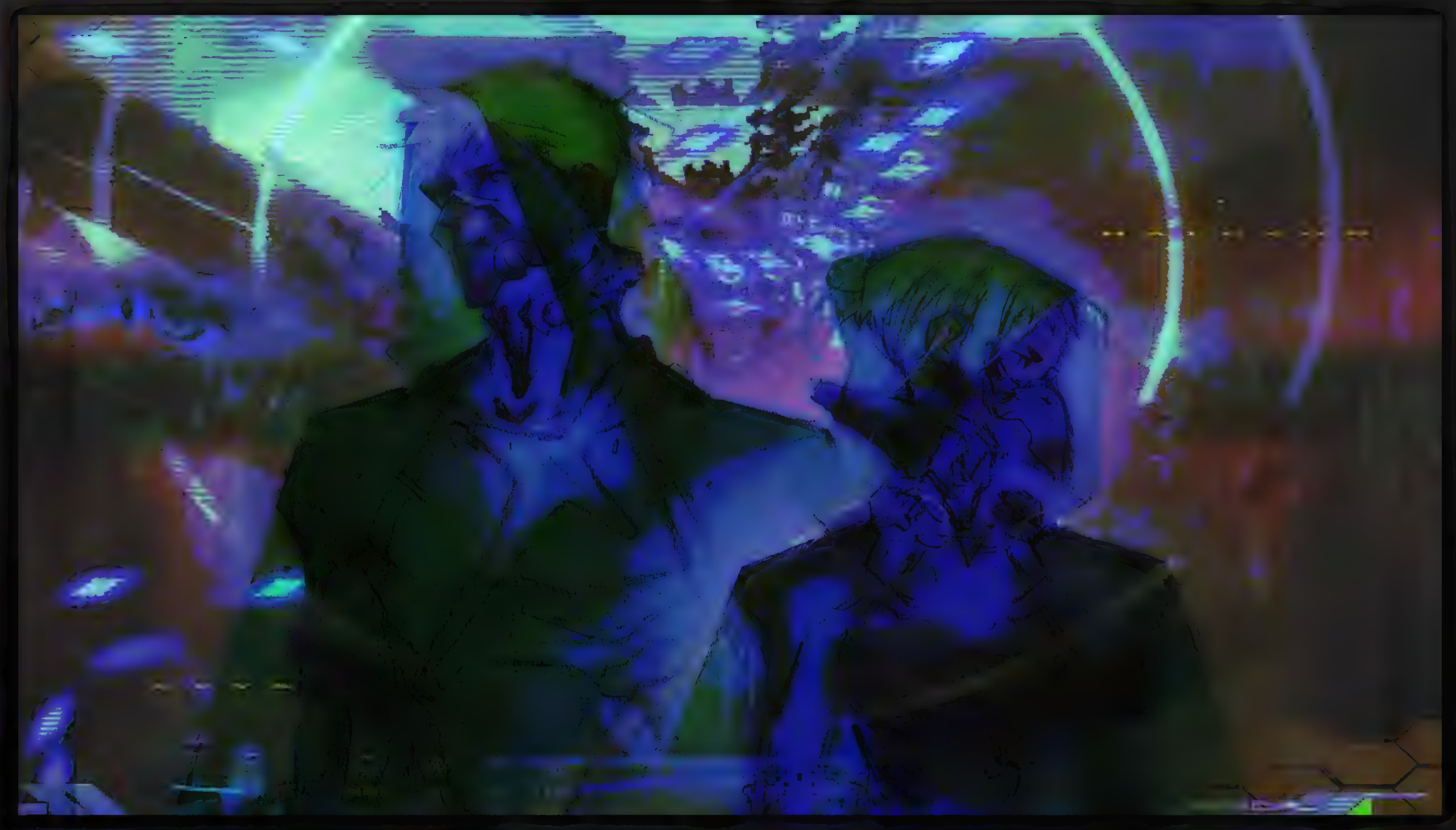


LOADING SCREENS









B I R D C A G E



BIRDCAGE is a POLYGON BIRD Game - polygonbird.games

What is the value of a Bullet when you wield a SWORD

Sword Action Shooting Game

BIRDCAGE

Take control of the HALGYON.
Defeat the RADON Daughters.
Destroy the WORLD EGG.

WARNING

POLYGON BIRD presents BIRDCAGE: a Sword Action Shooting Game
 Written by "Shin" Shiro Asada, "Ryoko" Asada and "Mitsuru" Asada
 Created by Gensho Minagawa and Harry Topping
 SHOOT - CHASE - WEAVE

What is the value of a Bullet when you wield a SWORD

Sword Action Shooting Game

BIRDCAGE

The RADON Daughters have launched their ultimate weapon.
 The World will not survive it.
 Break out of the Cage.
 Turn the Sword against your own.
 The Shell has cracked.
 Now break the EGG once and for all.

POLYGON BIRD
POLYGONBIRD.GAMES

Available on STEAM











FLY ME TO THE MOON
FLY ME TO THE MOON





The anima is not the soul in the dogmatic sense, not an
anima rationalis, which is a philosophical conception, but a
natural archetype that satisfactorily sums up all the statements





DEVELOPMENT HISTORY

2017 THE ORIGIN

The concept of a shoot 'em up called "BIRDCAGE" can be traced all the way back to 2017. At the time I had started prototyping a shooter as a way to learn the GameMaker engine and although this project faltered, a few core elements would carry over to the future iterations of BIRDCAGE:

The player ship would have a sword, the player's shot color would be blue, the game would be "vertizontal", the title would be BIRDCAGE, the aesthetic would carry a 32-bit era influence.

Around this same time our correspondence with Barry had started over DMs on Twitter. It was obvious that we shared common influences and tastes, and finding something to work on together became an oft-repeated goal of ours.



2022 POLYGON BIRD

Over the next few years, I would dabble in game development as a hobby. I learned a lot by working on a few different prototypes, slowly building an understanding of what making a game might be like. Around 2021–2022, I started to feel confident enough to take game dev more seriously.

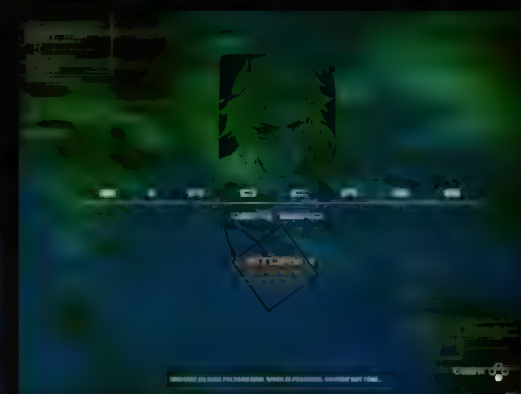
The BIRDCAGE idea was revisited in September of 2022. It was meant to be a quick learning project that would be finished within six months.

Within days of getting the basics of BIRDCAGE down, Barry and I started collaborating on the project. At first, Barry was mainly going to compose some early stage music, but it soon became obvious that we shared a common vision, work ethic, interests and design goals. We decided to set off on full production of BIRDCAGE as partners and co-directors, and POLYGON BIRD Games was born.



2023 DEMO ZERO

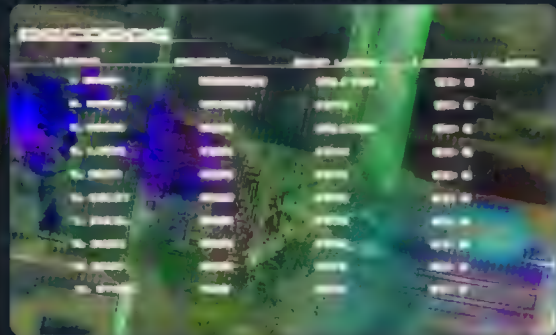
Our first major milestone came in March of 2023 with *DEMO ZERO*, essentially a polished prototype that we sent out to friends and family to play and gauge their reactions. At this point, the game was pretty rough, but the essential core of BIRDCAGE had been established. And, with the positive reaction of early playtesters, we set out to flesh out what the full game would be.



DEVELOPMENT HISTORY



Giannis Milonogiannis @milonogiannis.com 9/13/2024
spent most of the day yesterday getting the Name Entry and leaderboard screen in the game. making games is cursed, I love it.



2023 THE DARK AGES

Early 2023 to late summer of 2024 was, I think, the most agonizing part of development on BIRDCAGE for me. We had the base of the game, and now we needed to add the content, which turned out to be more of a grind than I had anticipated. The relative monotony of the grind led me to a variety of dangerous thoughts: "What if we added this or that weapon? What if we changed the aspect ratio of the game? What if the graphical style was completely redone?"

The fact that BIRDCAGE made it past this stage is definitely owed to Barry's involvement - having a collaborator who was as invested in the game as I was and believed in the project when I didn't was crucial.

I don't remember too many specifics from this time - all I know is that we came out the other side with the "minimum viable product" content of the game in a relatively stable and polished state.

Thankfully, things would improve considerably in the next stretch of development.

2024 THE BLESSING OF ZORBA

Toward the end of August 2024 and after some time off, we started firing on all cylinders.

The majority of the game was playable and polished, and over the years of constantly replaying the game, we had developed an intuitive understanding of what works, what doesn't, and how far we could push certain elements. Stages 5, 6 and 6b were developed at this time and earlier stages were polished to tie the whole together.

A lot of fun work happened over the next months - figuring out the final difficulty curve, balancing the density of the experience, writing in-game dialogues and lore, directing the cutscenes, polishing the assets and code, adding more options, menus, explainers and tutorials. The final year was a time of rapid progress, every little task making the finish line a little clearer ahead.

2025 FINAL STRETCH

That brings us roughly to today, a couple of weeks out from the release of BIRDCAGE. The past few months have been a lot more business-oriented, trying to get word out about the game, cutting trailers, creating the Demo for Tokyo Game Show and NextFest, polishing marketing assets and playing whack-a-mole with any remaining bugs.

Now felt like a good time to look back on the history of the project and take stock of the process. We hope it gives you some insight into how BIRDCAGE came to be. Thank you for reading!

A handwritten signature in white ink, appearing to be 'GIANNIS'.

20XX ?????

ERROR: NO LOCALIZED STRING
?????000000
xx@, @ # 2 (!
309



© 2010 EMI Music Group



What value does a
Bullet have?



